A Billion Suns

Errata & FAQs v1.0 — February 2021

Errata

Passive Attacks

[p21] Add the following to ***Passive Attacks Step****:* "Objects and ships not controlled by CEOs must always make passive attacks if able. These attacks may be resolved by any CEO."

Tactical Phase

[p31] ***Jump Point Hopping*** *and* ***Easy Target*** *and both supposed to be within the* ***Additional Tactical Phase Rules*** *section, but the section header was put in the wrong place.*

[p31] Move "At the start of a battlegroup's activation, discard any Easy Target tokens" *to the* ***Easy Target*** *section, where it is supposed to be.*

FAQs

Is the limit on utility ships a limit on individual ships or on utility ship battlegroups?

Individual ships, regardless of how those number of utility ships are arranged into battlegroups.

Competitive Advantages

Is a Competitive Advantages says that it "Requires Level 0, 1, and 2 Aggression, or Level 3 Military", can I research the Competitive Advantage when I have Level 3 Military, but nothing in Aggression?

Yes.

Remote Targeting Pattern says it increases both minimum and maximum range by 2. Does that mean a 6-12" range becomes 8-14" or 4-14"?

It simply adds 2 to each number, so 8-14".

If I use Iron Will to re-roll two dice, does only one of the re-rolls have to succeed to gain the CMD token back, or both?

Only one of the two re-rolls needs to be a successful hit or save to gain the CMD token back.